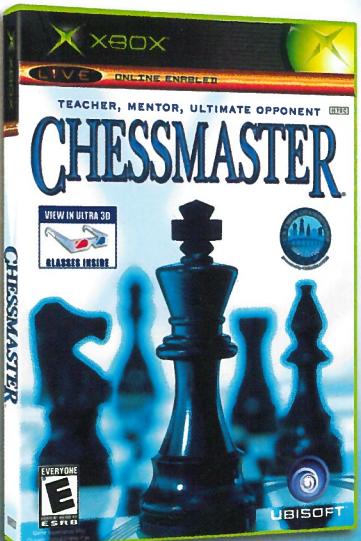


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UBISOFT™

# THE DUKES OF HAZZARD™ RETURN OF THE GENERAL LEE™



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### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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## WELCOME BACK TO HAZZARD COUNTY

...It's been awhile, but y'all will find things pretty much the way you left them. Bo and Luke are still being chased by Hazzard's bumbling boys in blue - Sheriff Rosco P. Coltrane and his long-suffering deputy, Enos Strate. Daisy's serving it up at the Boar's Nest, and Cooter still fixes up just about as many cars as he wrecks. And is it any surprise that Boss Hogg is up to the same ol' good-fer-nothin' tricks as he ever was?

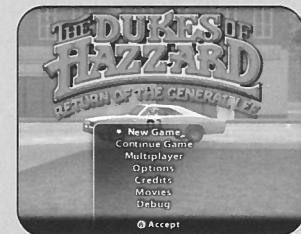
While you're here, take a spin with the Duke boys and help them fix up the General Lee, taking a beat-up black car and turning it into a racing legend. Put the pedal to the metal as you fly around the racetrack or speed through the dirt roads of Hazzard, just to see how fast you can go. Jump through, over, or on top of just about anything you can find. But watch out for Rosco and Enos! They're itchin' to catch the Dukes and they've set up speed traps and roadblocks all over the county. Beat them at their own game and enjoy a little chase action with Hazzard's finest, smashing up more than a few cars along the way.

Shoot, there's so much to do, y'all will never want to leave! But if you do, y'all come back now, ya hear?

## GAME MENUS

### Main Menu

Y'all can access single-player and multiplayer games from the **Main Menu**. View unlockable interviews with the TV stars of *The Dukes of Hazzard* in **Movies**. Customize sound volume, controller vibration, and subtitles in **Options**. Check out who made this here game in **Credits**.



### Single-Player

In this good ol' fashioned adventure, Bo and Luke Duke must save the Orphanage – and Hazzard County – from Boss Hogg's latest crooked scheme.

With the help of Daisy, Uncle Jesse, and Cooter, the boys go up against Rosco, Enos, and Boss Hogg as they attempt to win the Hazzard County Derby and collect the prize money.

Play through fifteen Dukes adventures as five different characters driving ten vehicles (including five variations of the General Lee) in single-player mode.

### Start a New Game

Selecting a new game starts a brand-new Dukes adventure, right from the beginning!

### Save a Game

Y'all have three empty save games available. Select one to save or delete your progress.

### Continue an Existing Game

Return to a previously saved game and find out what the Dukes are up to. Select one of your saved games to continue where you left off.

## Multiplayer

As y'all get through the single-player game, you'll unlock three split-screen multiplayer games and 10 different multiplayer vehicles. After choosing a game type, select a vehicle and get movin'!



### Hot Pursuit

Take control of one of the Hazzard County squad cars and chase a buddy around the Junkyard. Arrest your opponent as many times as possible within the time limit; then the roles switch. The player with the most arrests wins.

### Demolition Derby

It's a demolition free-for-all. Take a friend and some old squad cars up to the Hazzard County Race Track. Cause as much damage as y'all can to each other's vehicles. Last car standing wins.

### Head-to-Head Race

Y'all can take a friend to the Hazzard County Coal Mine and compete in a head-to-head race. First one to the bottom of the pit wins.

## Options

### Controller

Controller vibration can be toggled off and on.



### Sound

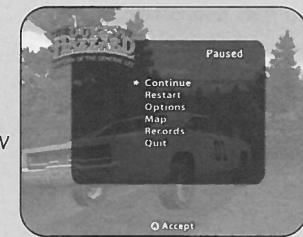
If y'all want to change the preset volume levels, customize 'em by using the sliders for in-game music, vehicle sounds, and voices.

## Subtitles

Havin' a little trouble getting your ears around those Southern accents? If y'all want to, you can turn on the subtitles here.

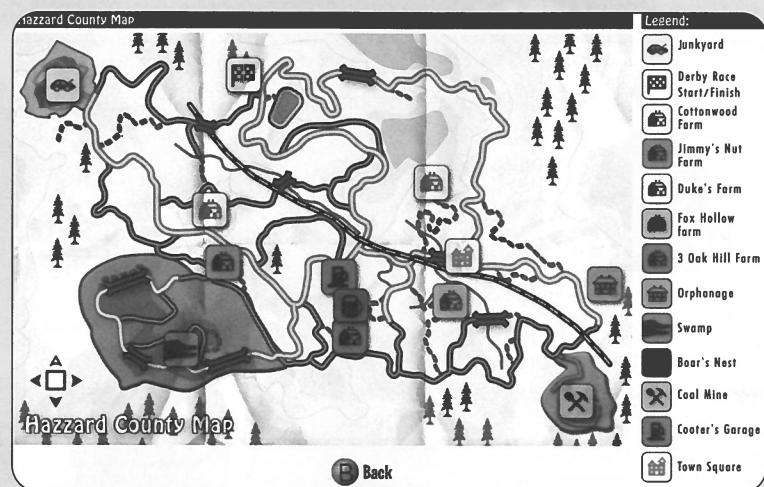
### Pause

Press the START button during gameplay to access the Pause menu.



From here, y'all can **Continue** playing or **Restart**, adjust your **Options**, view the Hazzard County **Map**, check your progress in the **Records** section, or **Quit** to the Main Menu from the Pause screen.

### Map



If this is your first visit to Hazzard County, y'all might need a map to help you get around. Access it from the Pause screen by pressing the START button or, while you're driving, by pressing the BACK button. An orange arrow represents your position and a white star represents your next objective.

## Records

Y'all can check up on your game progress in the Records screen. It tracks statistics such as your game completion percentage, how many police cars you've outrun, how many special stunts you've found, and what rating you've been awarded for each.



The Records screen is perfect for checking up on any side missions you may have discovered and how you've performed in them.

## THE CAST

### Player Characters



**Bo**

The youngest of the three Duke cousins, Bo handles the General Lee like he was born in the driver's seat.



**Luke**

Luke tends to be more level-headed and is always giving Bo tips on how to drive!



**Daisy**

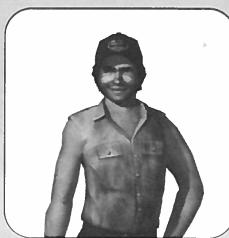
Smart and sassy, Daisy gets into her fair share of trouble, especially when she tries to help out her cousins. She works at the Boar's Nest and has a variety of stunning outfits!

### Uncle Jesse

The wise patriarch of the Duke clan and uncle to Bo, Luke, and Daisy. When it comes to the Dukes, Jesse's word is law.



**Cooter**



Hazzard's happy-go-lucky mechanic. When Crazy Cooter ain't fixing it, he's wrecking it.

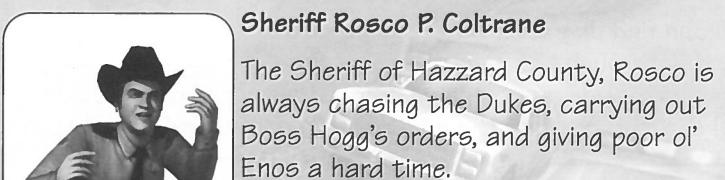
### Supporting Characters

**Boss Hogg**

If there's something crooked going on in Hazzard County, you can bet your bottom dollar that Boss Hogg is behind it.



**Sheriff Rosco P. Coltrane**



The Sheriff of Hazzard County, Rosco is always chasing the Dukes, carrying out Boss Hogg's orders, and giving poor ol' Enos a hard time.



### Deputy Enos Strate

The most loveable law officer in Hazzard County, Enos is easily led astray by both Rosco and Daisy.

### Sally Jo

Sally Jo runs the Orphanage. She and Bo are sweet on each other.



## THE VEHICLES

### The General Lee

This stock car is equipped with a supercharger, making the General Lee the most powerful V8 racing legend around these parts.

Y'all can find upgrades for the General as you play through the game. Rewards for missions include a new set of tires, an uprated transmission, dual carburetors, and the addition of a moonshine-fueled turbo!



### Black Car



In the early days, the Duke boys drove a black car. With Cooter's help and a lot of late nights, the boys turned it into a real contender on the racing circuit.



### Uncle Jesse's Pick-up

Although it's slow and heavy, Uncle Jesse's pickup is well protected against damage and is perfect for transporting vital equipment.



### Daisy's Roadrunner

Quick and nimble but easily damaged, the Roadrunner goes to show that Cousin Daisy is no slouch behind the wheel.



### Cooter's Tow Truck

Robust and surprisingly quick (if you don't happen to know what magic Cooter can do to any vehicle), the tow truck can take its fair share of damage.



### Rosco's and Enos' Police Cars

The main source of the Dukes' headaches, these police cars are fast, aggressively driven vehicles, but fortunately for Bo and Luke, they're driven by complete dipsticks.

## Boss Hogg's Limousine

Heavy and dressed from head to toe in white just like its owner, Boss Hogg's limo gets up to surprisingly high speeds and packs some punch.



## Double Zero



Touted by some as the fastest car south of the Mason-Dixon line, the Double Zero is the General Lee's archrival on the racing circuit.

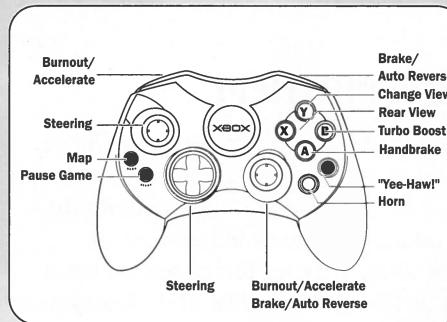


## Bulldozers

Lumbering and slow, bulldozers rumble around the county, either deconstructing or reconstructing some thing or another.

# GETTING AROUND HAZZARD COUNTY

## Driving



The General Lee gets more and more powerful as the game progresses. Here are a few tips to improve your driving technique.

### 180° Turns

To perform the trademark 180° turn on a dirt road when y'all are going real fast, ease off the gas, turn left or right, and pull the handbrake at the same time! Hold it. When your vehicle goes into a spin, you'll turn a lot more if you let go of the steering. When you drive the more powerful vehicles, try using full throttle instead of the handbrake!

Now if that ain't exciting enough, try a 180° turn in reverse. Release from full reverse throttle, steer hard left or right, and step on the gas! This one takes some practice.

### Burnouts

Y'all want to have some fun? When the car is stopped, jam down on the accelerator and burn rubber. 'Course, only the most powerful vehicles can do good burnouts.

### Stunts

To make the jumps even more entertaining, try letting loose with a rebel yell by hitting the "Yee-haw!" button, or make the General whistle Dixie by hitting the Horn button.

## In-Game Map

While you're driving around Hazzard County, press the BACK button to quickly access a transparent map of Hazzard County. Just in case you need it.

## GENERAL MAYHEM

Different driving techniques will come into play as your Dukes adventure unfolds. Race head-to-head against single or multiple opponents. Escape the police in high-speed chases. Jump and stunt your way across the county. Tail vehicles and avoid detection. Lure other drivers away. Pick up packages within a circle of stars in the colors of the good ol' U.S. of A. Knock over trash cans, hay bales, road signs – whatever you can find to raise a ruckus.

## FREE ROAM

Y'all can drive freely around the county when you ain't participating in a Dukes adventure. 'Course, that don't mean you won't be in for some surprises.

Pay attention to the Balladeer. He'll tell y'all where you need to go. When y'all are ready to continue the Dukes adventures, just drive into a circle of orange stars.

Discover and complete the Side Missions to unlock the bonus movies.

- Go to the racetrack and beat the Double Zero's time.
- Y'all can put on a Stunt Show. Jumps are scored based on height, distance, speed, and rotation. Sounding the horn during a stunt and landing in the right spot can earn you a bonus.
- Drive lickety-split from one place to another in Lightning Time Trials.
- Find Rosco's Smokey Bear Traps in sneaky spots around the county. Try and outrun as many police cars as you can.

## VEHICLE DAMAGE

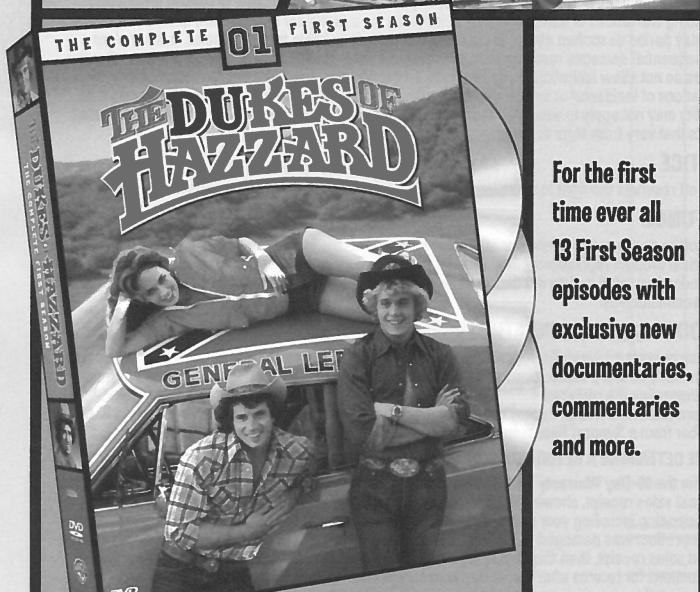
Y'all will notice that hitting roadside objects, buildings, and other vehicles will damage your vehicle. Take too much damage and you won't be able to go nowhere. Luckily, the damage don't last for long and y'all can be on your way.

## HINTS AND TIPS

- Drive through the circle of black and white stars to finish an adventure.
- Improve your stunt scores by going higher and faster while sounding the horn and landing well.
- Practice high-speed U-turns to escape the police.
- If y'all see a road sign pop up with a big X in a circle, y'all are going in the wrong direction. Make your way back to where you were before you went the wrong way.
- Different vehicles have different speed and handling characteristics. Try using different vehicles when attempting stunts to get higher scores.
- Sacrifice speed going into corners and power out of them, trying to keep the car straight for faster journey times.
- Remember, taking a jump may flip you onto your roof and damage your vehicle.
- Remember to use the BACK button to access the in-game map.
- Every now and then, yellow road signs will pop up to help you find your way.
- The General Lee is a powerful car. It takes skill and practice to blast along the roads of Hazzard County at full speed.

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